Roulette Machine System

INSTRUCTIONS:

Before using the Roulette Machine Table for the first time it is important to make further copies of it, since one Table is used and discarded for each game.
Every Game is a complete game - do not use the same Table for different games.
Every Game lasts about 30 minutes and you need a total of 20 spins before playing a winning number.
Use two different pens with two different colors (black and red).

Circle 10 numbers as they arise in the left columns (spins 1 to 10) and cancel the corresponding Roman numerals 1 to 10 (I to X), using the black pen.
Using the red pen, circle the next 10 numbers in the right columns (spins 11 to 20), canceling the Arabic numerals (11 to 20) as they arise.
At the end of 20 spins you will see, on average, a minimum of 1 number or maximum of 3 numbers with both a black circle AND a red circle around them, on the Roulette Machine Table (eg. 15 15). These are our target numbers.
Play ONLY these target numbers in the following spins!
The number of spins to play is calculated as follows: 36 / (number of targets). For example, if there are 4 targets then play should stop if no win occurs by the 9th spin.
Play also stops after ANY win!
If a number appears twice or more in the same block of 10 spins then it should be eliminated - put a cross through it. In the example below the number 5 in the first 10 spins and the number 13 in the second 10 spins will be eliminated in this manner.

Example:

Theoretical 20 spins:
5,10,19,2,27,30,31,12,7,5,21,31,19,32,36,13,23,5,13,17, etc…

We will circle the first 10 numbers (5,10,19,2,27,30,31,12,7,5) on the Roulette Machine Table, left columns, with a black pen, and simultaneously we will cancel the first ten Roman Numbers (I, II, III etc…). This is very useful for avoiding errors. As you can see after the first 10 spins we have a number eliminated (the number 5 because it has appeared twice), and 8 potential numbers. Continuing with the other 10

numbers (21,31,19,32,36,13,23,5,13,17) circling them with the red pen in the right columns we will obtain only two playable numbers, 19 and 31 (13 being eliminated in a similar manner to 5). We will play these two numbers for 18 spins.

Play them immediately and WIN!

The Roulette Machine

Table

0 -> 10	11 - >20			0 -> 10	11 - >20
01	01			19	19
02	02	Black pen	Red pen	20	20
03	03			21	21
04	04	I	11	22	22
05	05	II	12	23	23
06	06	III	13	24	24
07	07	IV	14	25	25
08	08	V	15	26	26
09	09	VI	16	27	27
10	10	VII	17	28	28
11	11	VIII	18	29	29
12	12	IX	19	30	30
13	13	X	20	31	31
14	14			32	32
15	15			33	33
16	16			34	34
17	17			35	35
18	18	00	00	36	36

Remember to use a black pen for the first 10 spins, then a red pen for the second 10

Attention! Before using, it is important to make further copies of the Roulette Machine Table

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